

ISXEQ2 - Bug #2275

Some Actors report incorrect .Loc of 0,0,0

2024-06-12 02:33 PM - Kannkor

Status:	New
Priority:	Normal
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description	
<p>This bug has existed since the beginning of time, but I finally have a nice, easy to get too, repeatable one you can test with.</p> <p>Get to Antonica (can use Fast travel, druid rings, or wizard spires. If you use fast travel, choose one of the top right options (where the X is in the picture). You can technically use the bell also, it's just a longer trip).</p> <p>When in Antonica, go to the circle (bottom right) of the map: /waypoint -2133.440674,-30.485767,675.405762</p> <p>You will be standing in front of a door. Here are the basics of the door. zone_to_darkpaw_dugout * NoKill NPC * Distance [2235.996094] * Loc: 0.000000,0.000000,0.000000 * Radius: 4.906250 * Scale: 1.000000</p> <p>The loc should be very close to the waypoint above where you are standing.</p> <p>Can you see if there is either an offset, or if for some actors the loc data is incorrect?</p> <p>https://cdn.discordapp.com/attachments/550454120520351745/1250533420971589683/image.png?ex=666b4981&is=6669f801&hm=3e3bae30c6c95facdd3183889b94e25bf68b8b88c599b148f52ee6c406d816b&</p>	

History

#1 - 2024-06-15 12:32 AM - Kannkor

image.png?ex=666dec81&is=666c9b01&hm=8ff06e7e71fb39b1b14cf709662ee71083bd307e21742839596bd03dec25dc0c&is=666c9b01&hm=8ff06e7e71fb39b1b14cf709662ee71083bd307e21742839596bd03dec25dc0c&